

communications interface 424 are in the form of signals which can be electronic,
electromagnetic, optical or other signals capable of being received by communications interface
424. These signals 428 are provided to communications interface 424 via a channel 426. This
channel 426 carries signals 428 and can be implemented using wire or cable, fiber optics, a
phone line, a cellular phone link, and RF link and other communications channels.--

In the Claims:

Please cancel claims 1, 2, 5-27, 32-35, 38-44, 46-51, and 58-60.

Please amend the claims indicated below. A clean set of all pending claims
follows, while a marked-up copy of the amended claims is attached hereto.

1/3. (Amended) A method for transmitting voice from a presenting
computer to one or more client computers over a computer network, comprising
the steps of:

inputting audio data into the presenting computer;

monitoring the audio data to distinguish between periods of sound and
periods of silence;

storing the audio data associated with the periods of sound;

transmitting the audio data from said storing step to the client computers;

and

creating a voice buffer from the frame buffer ^{having a predetermined size} before said transmitting step,

said storing step including storing the audio data in ^{said} frame buffer ^{having}

~~a predetermined size~~ and said transmitting step occurring whenever said
monitoring step detects a period of silence or whenever the frame buffer is full.

4. The method of claim 3, wherein said creating step is accomplished by compressing the contents of the frame buffer.

28. (Amended) A system for allowing a presenting computer to transmit voice to one or more client computers via a computer network, comprising:

a data store on the presenting computer for storing audio data;

a microphone coupled to said data store for inputting audio data; and

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a recorder coupled to said data store and to said computer network, for monitoring said audio data to distinguish between periods of sound and periods of silence, and for transmitting said audio data associated with periods of sound and to said client computers, the recorder configured to store the audio data associated with periods of sound on the data store in a frame buffer, and to transmit the frame buffer when the recorder detects a periods of silence or the frame buffer is full.

29. The system of claim 28, wherein the recorder compresses the frame buffer, to thereby create a voice buffer, before transmission to the client computers.

30. The system of claim 29, further comprising:

a data structure resident on said data store, wherein said recorder stores one or more voice buffers; and

a voice position pointer resident on said data store, which points to a location in said data structure in which to store a next voice buffer of said one or more voice buffers.

31. The system of claim 30, wherein the recorder includes one or more separate listening threads, one for each of said client computers, and each of the listening threads transmits to an associated one of said client computers, the system further comprising one or more separate listening position pointers, resident on said data store, one for each of said separate listening threads, wherein said listening pointers indicate which of said one or more voice buffers is to be transmitted to said associated client computer.

845. (Amended) A computer program product comprising a computer useable medium having computer program instructions stored therein for enabling a presenting computer to transmit voice to one or more client computers, wherein said computer program product comprises instructions for:

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monitoring incoming audio data to distinguish between periods of sound and periods of silence;

transmitting sound to the client computers;

setting a threshold for distinguishing between periods of sound and periods of silence in said monitoring step;

storing said incoming audio data in a frame buffer if said audio data exceeds said threshold; and

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Cont.

creating a voice buffer from the frame buffer when said incoming audio data falls below the threshold or the frame buffer is full.

9 52. (Amended) A computer program product comprising a computer useable medium having a computer program instructions stored therein for enabling a presenting computer to transmit voice, via a server, to one or more client computers, wherein said computer program product comprises instructions for:

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at a presenting computer, monitoring incoming audio data to distinguish between periods of sound and periods of silence;

at the presenting computer, creating one or more voice buffers from the incoming audio data;

at the presenting computer, transmitting the voice buffers to the server;

at the server, maintaining the voice buffers in a data structure;

at the server, transmitting the voice buffers to the client computers; and

at the presenting computer setting a threshold for distinguishing between periods of sound and periods of silence.

53. The computer program product of claim 52, further comprising instructions for:

storing the incoming audio data in a frame buffer when the incoming audio data falls below the threshold or the frame buffer is full.

54. The computer program product of claim 53, further comprising instructions for independently transmitting the voice buffers stored in the data structure to each of the client computers.

55. The computer program product of claim 54, wherein said transmitting program instructions utilize an open HTTP connection to each of the client computers.

56. The computer program product of claim 54, further comprising program instructions for compressing the voice buffers received by the server before storing them in the data structure.

57. The computer program product of claim 54, further comprising program instructions for compressing the frame buffer in said creating program instructions.

15 61. (Amended) A method for transmitting voice as part of a collaborative web browsing session from a presenting computer to one or more client computers over a computer network, comprising the steps of:

inputting audio data into the presenting computer;

monitoring the audio data to distinguish between periods of sound and periods of silence;

storing the audio data associated with the periods of sound;

transmitting the audio data from said storing step to the client computers;